

Background Information

TODO: A lot.

- Tile and palette animations
- Backgrounds with other special properties (e.g., Underwater, Peach's Castle, etc.)
- Table for BGs that use tile share?
- Details on BGs that are broken?

Bitmap Tables

Stored in BG_ncg/ folder.

Top Backgrounds

Slot	Bitmap
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncg.bin
1: Castle	d_2d_I_M_free_yakata_ncg.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_ncg.bin
3: Underground	d_2d_I_M_free_chika_ncg.bin
4: Clouds	d_2d_I_M_free_kumo_ncg.bin
5: Underwater	d_2d_W_M_free_suichu_ncg.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_ncg.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_ncg.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_ncg.bin
10: Beach (cliffs)	d_2d_W_M_free_kaigan_ncg.bin
11: Forest	d_2d_W_M_free_jungle_ncg.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_ncg.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncg.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncg.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_ncg.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncg.bin

Slot	Bitmap
17: Snowy trees	d_2d_I_M_free_setsugen_ncg.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_ncg.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_ncg.bin
20: Desert sand	d_2d_I_M_free_sabaku5_ncg.bin
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncg.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_ncg.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_ncg.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_ncg.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_ncg.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncg.bin
28: Snowy trees	d_2d_I_M_free_setsugen_ncg.bin
29: Pipes	d_2d_W_M_free_dokansoto_ncg.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_ncg.bin
31: Volcano tower	d_2d_W_M_free_yougantate_ncg.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_ncg.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_ncg.bin
35: Empty	d_2d_I_M_free_sabaku_ncg.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_ncg.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_ncg.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_ncg.bin
39: Tower	d_2d_I_M_free_toride_ncg.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_ncg.bin
41: Final Castle	d_2d_I_M_free_koopa_shiro_ncg.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_ncg.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_ncg.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_ncg.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_ncg.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_ncg.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_ncg.bin

Slot	Bitmap
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_ncg.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_ncg.bin
50: Low clouds	d_2d_I_M_free_kinoko3_ncg.bin
51: Foggy forest	d_2d_W_M_free_jungle2_ncg.bin
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_ncg.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_ncg.bin
54: Foggy forest	d_2d_W_M_free_jungle2_ncg.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_ncg.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_ncg.bin
57: Underwater cave	d_2d_W_M_free_suichu2_ncg.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_ncg.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_ncg.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_ncg.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_ncg.bin
62: Stone wall	d_2d_I_M_free_choropu_ncg.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_ncg.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_ncg.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_W1_1_ncg.bin

Bottom Backgrounds

Slot	Bitmap
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0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncg.bin
1: Castle	d_2d_I_M_back_yakata_ncg.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_ncg.bin
3: Underground	d_2d_I_M_back_chika_ncg.bin
4: Clouds	d_2d_I_M_back_kumo_ncg.bin
5: Underwater	d_2d_W_M_back_suichu_ncg.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_ncg.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_ncg.bin
9: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
10: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
11: Forest	d_2d_W_M_back_jungle_ncg.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_ncg.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncg.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncg.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_ncg.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncg.bin
17: Snowy trees	d_2d_I_M_back_setsugen_ncg.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_ncg.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_ncg.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_ncg.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_ncg.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncg.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_ncg.bin
24: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
25: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_ncg.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncg.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_ncg.bin
29: Pipes	d_2d_W_M_back_dokansoto_ncg.bin
30: Empty	d_2d_W_M_back_dokannaka_ncg.bin
31: Volcano tower	d_2d_W_M_back_yougantate_ncg.bin

32: Castle 2	d_2d_I_M_back_toride_ncg.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_ncg.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_ncg.bin
35: Cave	d_2d_I_M_back_chika3_ncg.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika3_ncg.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_ncg.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_ncg.bin
39: Tower	d_2d_I_M_back_toride_ncg.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_ncg.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_ncg.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_ncg.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_ncg.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_ncg.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_ncg.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_ncg.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_ncg.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_ncg.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_ncg.bin
50: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
51: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_ncg.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_ncg.bin
54: Background mountains	d_2d_W_M_back_kazangake3_ncg.bin
55: Final boss battle	d_2d_I_M_back_koopa_boss_ncg.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_ncg.bin
57: Underwater cave	d_2d_W_M_back_suichu_ncg.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_ncg.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_ncg.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_ncg.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_ncg.bin
62: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_ncg.bin

64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_ncg.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back_mame_ncg.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back_mame_ncg.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back_mame_ncg.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back_mame_ncg.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back_mame_ncg.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back_mame_ncg.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_ncg.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_ncg.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_ncg.bin

Animation Table

TBA

Palette Tables

Stored in BG_ncl/ folder.

Top Backgrounds

Slot	Palette
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncl.bin
1: Castle	d_2d_I_M_free_yakata_ncl.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_ncl.bin
3: Underground	d_2d_I_M_free_cika_ncl.bin
4: Clouds	d_2d_I_M_free_kumo_ncl.bin
5: Underwater	d_2d_W_M_free_suichu_ncl.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_ncl.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_ncl.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_ncl.bin

Slot	Palette
10: Beach (cliffs)	d_2d_W_M_free_kaigan_ncl.bin
11: Forest	d_2d_W_M_free_jungle_ncl.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_ncl.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncl.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncl.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_ncl.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncl.bin
17: Snowy trees	d_2d_I_M_free_setsugen_ncl.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_ncl.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_ncl.bin
20: Desert sand	d_2d_I_M_free_sabaku5_ncl.bin
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncl.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_ncl.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_ncl.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_ncl.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_ncl.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncl.bin
28: Snowy trees	d_2d_I_M_free_setsugen_ncl.bin
29: Pipes	d_2d_W_M_free_dokansoto_ncl.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_ncl.bin
31: Volcano tower	d_2d_W_M_free_yougantate_ncl.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_ncl.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_ncl.bin
35: Empty	None
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_ncl.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_ncl.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_ncl.bin
39: Tower	d_2d_I_M_free_toride_ncl.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_ncl.bin

Slot	Palette
41: Final Castle	d_2d_I_M_free_koopa_shiro_ncl.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_ncl.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_ncl.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_ncl.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_ncl.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_ncl.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_ncl.bin
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_ncl.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_ncl.bin
50: Low clouds	d_2d_I_M_free_kinoko3_ncl.bin
51: Foggy forest	d_2d_W_M_free_jungle2_ncl.bin
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_ncl.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_ncl.bin
54: Foggy forest	d_2d_W_M_free_jungle2_ncl.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_ncl.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_ncl.bin
57: Underwater cave	d_2d_W_M_free_suichu2_ncl.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_ncl.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_ncl.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_ncl.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_ncl.bin
62: Stone wall	d_2d_W_M_free_choropu_ncl.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_ncl.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_ncl.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None

Slot	Palette
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_VS_ncl.bin

Bottom Backgrounds

Slot	Palette
0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncl.bin
1: Castle	d_2d_I_M_back_yakata_ncl.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_ncl.bin
3: Underground	d_2d_I_M_back_cika_ncl.bin
4: Clouds	d_2d_I_M_back_kumo_ncl.bin
5: Underwater	d_2d_W_M_back_suichu_ncl.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_ncl.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_ncl.bin
9: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
10: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
11: Forest	d_2d_W_M_back_jungle_ncl.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_ncl.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncl.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncl.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_ncl.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncl.bin
17: Snowy trees	d_2d_I_M_back_setsugen_ncl.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_ncl.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_ncl.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_ncl.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_ncl.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncl.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_ncl.bin

Slot	Palette
24: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
25: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_ncl.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncl.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_ncl.bin
29: Pipes	d_2d_W_M_back_dokansoto_ncl.bin
30: Empty	d_2d_W_M_back_dokannaka_ncl.bin
31: Volcano tower	d_2d_W_M_back_yougantate_ncl.bin
32: Castle 2	d_2d_I_M_back_toride_ncl.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_ncl.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_ncl.bin
35: Cave	d_2d_I_M_back_chika3_ncl.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika2_ncl.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_ncl.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_ncl.bin
39: Tower	d_2d_I_M_back_toride_ncl.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_ncl.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_ncl.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_ncl.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_ncl.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_ncl.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_ncl.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_ncl.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_ncl.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_ncl.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_ncl.bin
50: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
51: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_ncl.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_ncl.bin
54: Background mountains	d_2d_W_M_back_kazangake3_ncl.bin

Slot	Palette
55: Final boss battle	d_2d_I_M_back_koopa_boss_ncl.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_ncl.bin
57: Underwater cave	d_2d_W_M_back_suichu_ncl.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_ncl.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_ncl.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_ncl.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_ncl.bin
62: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_ncl.bin
64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_ncl.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back_mame_ncl.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back_mame_ncl.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back_mame_ncl.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back_mame_ncl.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back_mame_ncl.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back_mame_ncl.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_ncl.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_ncl.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_ncl.bin

Palette Animation Tables

Stored in BG_ncl/ folder. Do note that while the background slots load the palettes, the tileset slot determines if the animations play.

Top Backgrounds

Slot	Palette
7: Volcanoes 1 (inside)	d_2d_Bg3_TEN_W_yougan_ncl.bin
31: Volcano tower	d_2d_Bg3_TEN_W_yougantate_ncl.bin

Bottom Backgrounds

Slot	Palette
7: Volcanoes 1 (inside)	d_2d_Bg1_TEN_W_yougan_ncl.bin
31: Volcano tower	d_2d_Bg1_TEN_W_yougantate_ncl.bin

Tilemap Tables

Stored in BG_nsc/ folder.

Top Backgrounds

Slot	Tilemap
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_UR_nsc.bin
1: Castle	d_2d_I_M_free_yakata_UR_nsc.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_UR_nsc.bin
3: Underground	d_2d_I_M_free_chika_R_nsc.bin
4: Clouds	d_2d_I_M_free_kumo_R_nsc.bin
5: Underwater	d_2d_W_M_free_suichu_mizu_UR_nsc.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_nsc.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_nsc.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_UR_nsc.bin
10: Beach (cliffs)	d_2d_W_M_free_kaigan_UR_nsc.bin
11: Forest	d_2d_W_M_free_jungle_nsc.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_UR_nsc.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_nsc.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_nsc.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_nsc.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_nsc.bin
17: Snowy trees	d_2d_I_M_free_setsugen_UR_nsc.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_UR_nsc.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_UR_nsc.bin
20: Desert sand	d_2d_I_M_free_sabaku5_nsc.bin

Slot	Tilemap
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_01_nsc.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_UR_nsc.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_UR_nsc.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_UR_nsc.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_UR_nsc.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_UR_nsc.bin
28: Snowy trees	d_2d_I_M_free_setsugen_UR_nsc.bin
29: Pipes	d_2d_W_M_free_dokansoto_R_nsc.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_R_nsc.bin
31: Volcano tower	d_2d_W_M_free_yougantate_R_nsc.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_UR_nsc.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_UR_nsc.bin
35: Empty	None
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_nsc.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_UR_nsc.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_UR_nsc.bin
39: Tower	d_2d_I_M_free_toride_UR_nsc.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_UR_nsc.bin
41: Final Castle	d_2d_I_M_free_koopa_shiro_UR_nsc.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_nsc.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_nsc.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_nsc.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_UR_nsc.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_nsc.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_nsc.bin
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_SR_nsc.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_nsc.bin
50: Low clouds	d_2d_I_M_free_kinoko3_UR_nsc.bin
51: Foggy forest	d_2d_W_M_free_jungle2_nsc.bin

Slot	Tilemap
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_UR_nsc.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_SR_nsc.bin
54: Foggy forest	d_2d_W_M_free_jungle2_nsc.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_nsc.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_nsc.bin
57: Underwater cave	d_2d_W_M_free_suichu2_mizu_UR_nsc.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_UR_nsc.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_R_nsc.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_UR_nsc.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_nsc.bin
62: Stone wall	d_2d_W_M_free_choropu_nsc.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_UR_nsc.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_nsc.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_VS_UR_nsc.bin

Bottom Backgrounds

Slot	Tilemap
0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_UR_nsc.bin
1: Castle	d_2d_I_M_back_yakata_UR_nsc.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_UR_nsc.bin
3: Underground	d_2d_I_M_back_chika_R_nsc.bin

Slot	Tilemap
4: Clouds	d_2d_I_M_back_kumo_R_nsc.bin
5: Underwater	d_2d_W_M_back_suichu_UR_nsc.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_nsc.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_nsc.bin
9: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
10: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
11: Forest	d_2d_W_M_back_jungle_nsc.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_UR_nsc.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_nsc.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_nsc.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_nsc.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_nsc.bin
17: Snowy trees	d_2d_I_M_back_setsugen_UR_nsc.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_UR_nsc.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_UR_nsc.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_nsc.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_nsc.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_nsc.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_UR_nsc.bin
24: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
25: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_UR_nsc.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_UR_nsc.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_UR_nsc.bin
29: Pipes	d_2d_W_M_back_dokansoto_R_nsc.bin
30: Empty	None
31: Volcano tower	d_2d_W_M_back_yougantate_R_nsc.bin
32: Castle 2	d_2d_I_M_back_toride_UR_nsc.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_UR_nsc.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_UR_nsc.bin

Slot	Tilemap
35: Cave	d_2d_I_M_back_chika3_R_nsc.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika2_R_nsc.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_UR_nsc.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_UR_nsc.bin
39: Tower	d_2d_I_M_back_toride_UR_nsc.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_UR_nsc.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_UR_nsc.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_nsc.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_nsc.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_nsc.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_UR_nsc.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_nsc.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_nsc.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_SR_nsc.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_nsc.bin
50: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
51: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_UR_nsc.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_SR_nsc.bin
54: Background mountains	d_2d_W_M_back_kazangake3_UR_nsc.bin
55: Final boss battle	d_2d_I_M_back_koopa_boss_nsc.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_nsc.bin
57: Underwater cave	d_2d_W_M_back_suichu_UR_nsc.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_UR_nsc.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_R_nsc.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_UR_nsc.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_nsc.bin
62: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_UR_nsc.bin
64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin

Slot	Tilemap
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_nsc.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back2_mame_nsc.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back3_mame_nsc.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back4_mame_nsc.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back5_mame_nsc.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back6_mame_nsc.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back7_mame_nsc.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_R_nsc.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_nsc.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_UR_nsc.bin

Parallax Type Tables

Top Backgrounds

Slot	Type
0: Grassland (hills and clouds)	3
1: Castle	None
2: Desert (pyramids, W2-Cannon)	None
3: Underground	None
4: Clouds	7
5: Underwater	2
6: Desert (pyramids)	None
7: Volcanoes 1 (inside)	None
8: Grassland (Peach Castle)	None
9: Beach (cliffs)	8
10: Beach (cliffs)	8
11: Forest	None
12: Grassland (blue/white hills and clouds)	15
13: Bushes on mountain [Unused]	None
14: Bushes on mountain [Unused]	None
15: Volcanoes 2 (outside) [including raining debris]	6

Slot	Type
16: Volcanoes 3 (outside) [Unused]	None
17: Snowy trees	None
18: Snowy hills	None
19: Bushes (W4-Cannon)	None
20: Desert sand	None
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	None
23: Ghost house	None
24: Mountains with clouds	9
25: Mountains with clouds	9
26: Snowy trees (darker, W5-Cannon)	None
27: Grassland (hills and clouds)	None
28: Snowy trees	None
29: Pipes	None
30: Sewer wall (W2-3)	None
31: Volcano tower	None
32: Empty	None
33: Low clouds	5
34: Grassland (hills and clouds, W1-Cannon)	None
35: Empty	None
36: Stalagmites (glitchy) [Unused]	None
37: Dark world 1 (dead trees, purple clouds)	11
38: Dark world 2 (rocks, purple clouds)	17
39: Tower	None
40: Ghost house exit	12
41: Final Castle	None
42: Toad house 1	None
43: Toad house 2	None
44: Toad house 3	None
45: Final Castle	None
46: Toad house 4	None

Slot	Type
47: Bowser Jr battle	None
48: Beach (cliffs, tall)	14
49: Boss battle	None
50: Low clouds	5
51: Foggy forest	None
52: Desert (pyramids)	None
53: Desert (with underground bit)	None
54: Foggy forest	None
55: Final boss battle	None
56: Volcanoes 2 (outside)	6
57: Underwater cave	None
58: Light grey castle (W8 Castle 1)	None
59: Yellow clouds (Desert)	None
60: Beach (world 6 style, with bushes)	None
61: Medium clouds	18
62: Stone wall	None
63: Mummy-Pokey battle	None
64: Desert (pyramids)	None
65: Desert (pyramids)	None
66: Desert (pyramids, higher)	None
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	None

Bottom Backgrounds

Slot	Type
0: Grassland (orange hills and clouds)	3
1: Castle	None
2: Desert (blue sky, pyramids, W2-Cannon)	None
3: Underground	None
4: Clouds	7
5: Underwater	2
6: Desert (yellow sky, pyramids)	None
7: Volcanoes 1 (inside)	None
8: Grassland (pastel hills and clouds)	19
9: Background clouds	None
10: Background mountains	None
11: Forest	None
12: Grassland (blue/white hills and clouds)	15
13: Background clouds 2 [Unused]	4
14: Background clouds 2 [Unused]	None
15: Volcanoes 2 (outside) [including raining debris]	6
16: Volcanoes 3 (outside) [Unused]	1
17: Snowy trees	10
18: Snowy hills	16
19: Background clouds (W4-Cannon)	None
20: Desert (blue sky, pyramids, higher)	None
21: Bonus room (NES Mario and Luigi 1)	20
22: Volcanoes 3 (outside) [Unused]	None
23: Ghost house	None
24: Background mountains	9
25: Background mountains	9
26: Purple sky (W5-Cannon)	11
27: Grassland (orange hills and clouds)	None
28: Snowy hills	16
29: Pipes	None
30: Empty	None

Slot	Type
31: Volcano tower	None
32: Castle 2	None
33: Clouds with orange hills at back	None
34: Snowy hills (W1-Cannon)	21
35: Cave	None
36: Stalagmites (glitchy) [Unused]	None
37: Dark world 1 (dead trees, purple clouds)	11
38: Dark world 2 (rocks, purple clouds)	17
39: Tower	None
40: Ghost house exit	12
41: Final Castle (Normal Jyotyu)	None
42: Toad house 1	13
43: Toad house 2	13
44: Toad house 3	13
45: Final Castle (Blue Jyotyu)	None
46: Toad house 4	13
47: Bowser Jr battle	None
48: Background clouds (tall)	None
49: Boss battle	None
50: Background clouds	None
51: Background clouds	None
52: Desert (blue sky, pyramids)	None
53: Desert (yellow sky, higher)	None
54: Background mountains	None
55: Final boss battle	None
56: Volcanoes 2	6
57: Underwater cave	None
58: Light grey castle (W8 Castle 1)	None
59: Yellow clouds (Desert)	None
60: Big mountains (higher, world 6 beach)	None
61: Background clouds	None

Slot	Type
62: Background mountains	None
63: Mummy-Pokey battle	None
64: Desert (yellow sky, pyramids)	None
65: Desert (yellow sky, pyramids)	None
66: Desert (blue sky, pyramids, higher)	None
67: Bonus room (NES Lakitu) [Unused]	20
68: Bonus room (NES Mario + Bowser) [Unused]	20
69: Bonus room (NES M/L swimming) [Unused]	20
70: Bonus room (NES Mario and Luigi 2)	20
71: Bonus room (NES Mario on vine) [Unused]	20
72: Bonus room (NES Mario and Luigi 3) [Unused]	20
73: Underground cave (red)	None
74: Bonus room	None
75: Grassland (orange hills and clouds)	None

Parallax Data Tables

TODO: Can we get more detailed information on how type 2 works specifically? Additionally, [add source](#).

Vertical range is relative to the top of the background. Speed is relative to the [background scroll speed](#) the level is set to use, being either automatic scrolling in addition to the background speed (measured by pixels per frame — denoted "ppf") or as a percentage of the background scroll speed. Several types also do not have any parallax data and are not used in any capacity.

Top Backgrounds

Type 1

No parallax data

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

Vertical Range	Speed
0-344px	0.25ppf left

Type 4

No parallax data

Type 5

Vertical Range	Speed
0-440px	0.125ppf left
440-512px	0.3125ppf left

Type 6

Vertical Range	Speed
0-304px	0.375ppf left
304-320px	0.3125ppf left

Type 7

Vertical Range	Speed
Entire background	0.25ppf left

Type 8

Vertical Range	Speed
0-312px	0.25ppf left
312-344px	0.125ppf left

Type 9

Vertical Range	Speed
0-328px	0.25ppf left

Type 11

Vertical Range	Speed
0-255px	0.25ppf left

Vertical Range	Speed
255-335px	0.1875ppf left

Type 12

Vertical Range	Speed
0-319px	0.25ppf left

Type 13

No parallax data

Type 14

Vertical Range	Speed
0-39px	0.25px left
39-55px	0.125px left

Type 15

Vertical Range	Speed
0-247px	0.375ppf left
247-311px	0.5ppf left

Type 16

No parallax data

Type 17

Vertical Range	Speed
0-327px	0.25ppf left

Type 18

Vertical Range	Speed
0-359px	0.25ppf left
359-512px	0.4375ppf left

Type 19

No parallax data

Type 20

No parallax data

Type 21

No parallax data

Bottom Backgrounds

Type 1

Vertical Range	Speed
384-512px	162.5%

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

Vertical Range	Speed
0-344px	0.125ppf left

Type 4

Vertical Range	Speed
0-384px	0.125ppf left

Type 5

No parallax data

Type 6

Vertical Range	Speed
0-335px	0.25ppf left
335-351px	0.1875ppf left
351-367px	0.125ppf left

Vertical Range	Speed
367-375px	0.0625ppf left

Type 7

Vertical Range	Speed
Entire background	0.125ppf left

Type 8

No parallax data

Type 9

Vertical Range	Speed
0-360px	0.125ppf left

Type 10

Vertical Range	Speed
0-231px	0.25ppf left
231-263px	0.1875ppf left
263-335px	0.125ppf left
335-351px	0.0625ppf left

Type 11

Vertical Range	Speed
0-327px	0.125ppf left
327-399px	0.0625ppf left

Type 12

Vertical Range	Speed
0-327px	0.25ppf left
327-359px	0.125ppf left

Type 13

Vertical Range	Speed
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0-383px	0.25ppf left
383-391px	0.1875ppf left
391-399px	0.125ppf left
399-407px	0.0625ppf left

Type 14

No parallax data

Type 15

Vertical Range	Speed
0-279px	0.0625ppf left
279-335px	0.125ppf left
335-364px	0.25ppf left

Type 16

Vertical Range	Speed
0-135px	0.0625ppf left
135-247px	0.125ppf left
247-319px	0.1875ppf left
319-343px	0.3125ppf left

Type 17

Vertical Range	Speed
0-351px	0.125ppf left
351-391px	0.0625ppf left

Type 18

No parallax data

Type 19

Vertical Range	Speed
0-295px	0.375ppf left
295-342px	0.25ppf left

Vertical Range	Speed
342-375px	0.125ppf left

Type 20

Vertical Range	Speed
Entire Background	0.5ppf right

Type 21

Vertical Range	Speed
0-215px	0.125ppf left
215-319px	0.25ppf left
319-343px	0.375ppf left

Jyotyū Palette Tables

The bottom background slot determines the [jyotyū](#) and [enemy](#) palettes used in the course.

Slot	Palette
0: Grassland (orange hills and clouds)	Normal
1: Castle	Blue
2: Desert (blue sky, pyramids, W2-Cannon)	Normal
3: Underground	Blue
4: Clouds	Normal
5: Underwater	Normal
6: Desert (yellow sky, pyramids)	Normal
7: Volcanoes 1 (inside)	Red
8: Grassland (pastel hills and clouds)	Normal
9: Background clouds	Normal
10: Background mountains	Normal
11: Forest	Normal
12: Grassland (blue/white hills and clouds)	Normal
13: Background clouds 2 [Unused]	Normal
14: Background clouds 2 [Unused]	Normal
15: Volcanoes 2 (outside) [including raining debris]	Normal

Slot	Palette
16: Volcanoes 3 (outside) [Unused]	Normal
17: Snowy trees	Grey
18: Snowy hills	Grey
19: Background clouds (W4-Cannon)	Normal
20: Desert (blue sky, pyramids, higher)	Normal
21: Bonus room (NES Mario and Luigi 1)	Normal
22: Volcanoes 3 (outside) [Unused]	Normal
23: Ghost house	Grey
24: Background mountains	Normal
25: Background mountains	Normal
26: Purple sky (W5-Cannon)	Normal
27: Grassland (orange hills and clouds)	Normal
28: Snowy hills	Normal
29: Pipes	Blue
30: Empty	Normal
31: Volcano tower	Red
32: Castle 2	Normal
33: Clouds with orange hills at back	Normal
34: Snowy hills (W1-Cannon)	Normal
35: Cave	Blue
36: Stalagmites (glitchy) [Unused]	Blue
37: Dark world 1 (dead trees, purple clouds)	Red
38: Dark world 2 (rocks, purple clouds)	Red
39: Tower	Blue
40: Ghost house exit	Normal
41: Final Castle (Normal Jyotyu)	Normal
42: Toad house 1	Normal
43: Toad house 2	Normal
44: Toad house 3	Normal
45: Final Castle (Blue Jyotyu)	Blue
46: Toad house 4	Normal
47: Bowser Jr battle	Blue

Slot	Palette
48: Background clouds (tall)	Normal
49: Boss battle	Blue
50: Background clouds	Normal
51: Background clouds	Normal
52: Desert (blue sky, pyramids)	Normal
53: Desert (yellow sky, higher)	Normal
54: Background mountains	Normal
55: Final boss battle	Normal
56: Volcanoes 2	Normal
57: Underwater cave	Normal
58: Light grey castle (W8 Castle 1)	Blue
59: Yellow clouds (Desert)	Normal
60: Big mountains (higher, world 6 beach)	Normal
61: Background clouds	Blue
62: Background mountains	Normal
63: Mummy-Pokey battle	Normal
64: Desert (yellow sky, pyramids)	Normal
65: Desert (yellow sky, pyramids)	Normal
66: Desert (blue sky, pyramids, higher)	Normal
67: Bonus room (NES Lakitu) [Unused]	Normal
68: Bonus room (NES Mario + Bowser) [Unused]	Normal
69: Bonus room (NES M/L swimming) [Unused]	Normal
70: Bonus room (NES Mario and Luigi 2)	Normal
71: Bonus room (NES Mario on vine) [Unused]	Normal
72: Bonus room (NES Mario and Luigi 3) [Unused]	Normal
73: Underground cave (red)	Blue
74: Bonus room	Normal
75: Grassland (orange hills and clouds)	Normal

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